PURPLE DRAGONS

Among the most sadistic creatures to walk the realms, the cruelty of purple dragons seems to be without limit. Their desire to spread fear far and wide is only matched by an unchecked avarice and self importance to rival any of the other true dragons. They are notorious for their extremely wide jaws and elongated segmented spikes which run down from the base of their skull to the tip of their tail. At birth, a purple dragon's scales are indigo. As the dragon matures, the scales become larger, thicker, harder, and darker. Adult dragons are completely violet and will continue to transition into the darkest shades of purple the longer they live.

Nocturnal Hunters. Purple dragons mostly feed on livestock, large wild animals, and any humanoid creatures foolish enough to settle near them. This behavior is fairly standard for a powerful creature like a dragon, however, an added element which makes purple dragons especially fearsome is their penchant for hunting at night. Using the color of their scales to their advantage, purple dragons are extremely difficult to see as they loom in the clouds above, preparing to strike at their prey down below.

Not so Deep Afterall. Many sages make the mistake of conflating purple dragons with deep dragons on account of the fact that their scales bear a similar appearance. This is only made more confusing due to the similar nesting habits of the two species. Purple dragons and deep dragons both burrow into the ground and make their homes in complex cave systems, however, deep dragons will typically burrow well into the Underdark, while purple dragons are still considered surface dwelling creatures. It is possible that the first deep dragons were indeed purple dragons that simply acclimated to life in the underdark, but both species are so rare that there can't be any consensus on their possible relation.

Cunning Linguists. Although it is not known exactly how or why, it seems that all purple dragons are gifted with the unique ability to understand and be understood by any creature capable of speaking words aloud. This ancestral knowledge of all spoken language is passed down from parent to child biologically, meaning that every purple dragon is born with the ability to speak with anyone moments after hatching from their egg. Purple dragons readily make use of this ability, typically amassing large followings of loyal minions that will do their bidding for the promise of power and other tangible rewards. It is said that anywhere a purple dragon is spotted, there is certainly a network of criminals, spies, thieves, and other creatures with ill-intentions working on the dragon's behalf. Many purple dragons consider their servants to be a fine collection and often have obvious favorites among them.

Family First. While not necessarily always the case, unlike most other dragons it is very common for purple dragon families to stay together. Couplings of purple dragons will usually have few children for this reason, and any children they do have will typically only leave the nest if there is some kind of disagreement between them and their family. This knack for remaining together makes purple dragons especially dangerous and is why hunting young purple dragons is almost universally seen as an idiotic exercise, for even if you succeed, the hunter's town may yet pay the price for their actions.

A Purple Dragon's Lair

Purple dragons make their homes deep in the rock of mountainous areas and foothills. Their lairs are complex networks of overlapping tunnels which can run for miles depending on the size, age, and number of dragons present, but the most important thing is that their lair remains dark in order to maximize the effects of their blinding breath weapon. Should the dragon encounter stone too hard to dig through while creating its lair, the dragon's breath weapon can melt solid rock at a rapid rate, allowing them to forge ahead. These subterranean lairs often have numerous openings which allow the dragon to move around freely undetected by most within the bowels of the stone and dirt. Each entrance to the purple dragon's lair is meticulously hidden, and will usually open up near a prairie or field with ample prey.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- A tunnel collapses in a 20-foot radius centered on a point within 120 feet of the dragon. All creatures in the area must succeed on a DC 15 Dexterity saving throw or be knocked prone and restrained by falling rocks. A creature can use an action to attempt a DC 15 Strength check to free itself or a pinned ally it can reach. This may also cause a new pathway to open up at the DM's discretion.
- The dragon attempts to slip away into one of the many interconnected tunnels of the lair. If no tunnel is easily accessible, it will smash a hole in a nearby wall, creating a new opening it can move through to escape into its lair. As part of this lair action, the purple dragon may attempt a stealth check to remain hidden.
- The dragon sunders the wall of its lair causing jagged fragments of hardened rock previously melted by the dragon's plasma breath flying towards a 20-foot area the dragon can see that is within 120 feet. All creatures in the area take 26 (4d12) piercing damage, or half as much on a successful DC 15 Dexterity saving throw.

Regional Effects

The region containing a legendary purple dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- A veil of darkness enshrouds the land within 1 mile of the dragon's lair. Flames sputter to stay lit and natural sunlight seems muted. All dim light is treated as darkness and creatures with darkvision are unable to see in the dark as though they did not have darkvision.
- The numerous tunnels into the ground have given rise to many strange creatures that are typically only found in deep caves and underground lairs. Basilisks, trolls, minotaurs, and other subterranean creatures are much more common than they otherwise would be. Undead creatures are also frequently present due to the purple dragon's potential disruption to underground gravers and catacombs.
- Any creature who walks on a surface touching the ground within half a mile of the dragon's lair and weighs at least 10 pounds can be detected as though with tremorsense by the dragon.

If the dragon dies, the shroud of darkness is lifted immediately and the caves of its lair will slowly fill in and collapse over the course of one year.

"The dragon hunters had returned from the darkness with their prize in tow, a purple wyrmling, plucked from the highlands and cut down with impunity. When they arrived at the town gate, however, they found that the locals had sealed the entrance and barred the doors. The small settlement which was to be a stop on their

journey home was silent. These people knew something that the good hunters were about to be made aware of; purple dragons stick together.”

Purple Dragon Wyrmling

Medium Dragon, Typically Chaotic Evil

Armor Class - 18 (natural armor)
Hit Points - 93 (11d8 + 44)
Speed - 30 ft., burrow 30 ft., climb 30 ft., fly 60 ft.

STR 20 (+5)
DEX 12 (+1)
CON 18 (+4)
INT 14 (+2)
WIS 12 (+1)
CHA 16 (+3)

Saves DEX +4, CON +6, WIS +4, CHA +5
Skills Deception +5, Perception +4, Stealth +4
Damage Immunities fire, lightning
Condition Immunities charmed
Senses blindsight 10 ft., darkvision 120 ft., passive Perception 14
Languages All
Challenge 5 (1,800 XP)

Proficiency Bonus +3

Actions

Bite.
Melee Weapon Attack: +8 to hit, reach 5 ft., one creature.
Hit: 11 (1d12 + 5) piercing damage plus 4 (1d8) fire damage.

Plasma Breath (Recharge 5-6).
The dragon exhales crackling energy in a 15-foot cone, or a 30-foot line. Each creature in that area must make a DC 14 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. Fire damage dealt by the dragon’s breath bypasses fire resistance, but not immunity. All creatures within 60 feet of the dragon that can see it must succeed on a DC 14 Constitution saving throw or be blinded for 1d4 rounds.

Young Purple Dragon

Large Dragon, Typically Chaotic Evil

Armor Class - 19 (natural armor)
Hit Points - 207 (18d10 + 108)
Speed - 40 ft., burrow 40 ft., climb 40 ft., fly 80 ft.

STR 24 (+7)
DEX 12 (+1)
CON 22 (+6)
INT 16 (+3)
WIS 16 (+3)
CHA 20 (+5)

Saves DEX +5, CON +12, WIS +7, CHA +9
Skills Deception +9, Perception +5, Stealth +5
Damage Immunities fire, lightning
Condition Immunities charmed
Senses blindsight 30 ft., darkvision 240 ft., passive Perception 17
Languages All
Challenge 11 (7,200 XP)

Proficiency Bonus +4

Traits

Breath Control.
The dragon has exceptional control over its ability to breathe searing plasma. The Plasma Breath and Plasma Spear actions both use the dragon's shored up plasma reserve, so if one ability is used, it must recharge before the other can be used.

Actions

Multiattack.
The dragon makes three attacks; one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +11 to hit, reach 10 ft., one creature.
Hit: 20 (2d12 + 7) piercing damage plus 4 (1d8) fire damage.

Claw.

Melee Weapon Attack: +11 to hit, reach 5 ft., one creature.
Hit: 16 (2d8 + 7) slashing damage.

Plasma Breath (Recharge 5-6).
The dragon exhales crackling energy in a 30-foot cone, or a 60-foot line. Each creature in that area must make a DC 18 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one. Fire damage dealt by the dragon's breath bypasses fire resistance, but not immunity. All creatures within 60 feet of the dragon that can see it must succeed on a DC 18 Constitution saving throw or be blinded for 1d4 rounds.

Plasma Spear (Recharge 5-6).
Ranged Spell Attack: +10 to hit, reach 120/300 ft., one creature.
Hit: 63 (18d6) fire damage. Fire damage dealt by the dragon's breath bypasses fire resistance, but not immunity. This attack ignores any cover bonus to AC benefiting the target except for cover bonuses granted by objects made of adamantine. The target must succeed on a DC 18 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction is permanent unless undone with magic such as the *Greater Restoration* spell. On a critical hit, this attack severs one of the target's limbs, if it has any.

Adult Purple Dragon

Huge Dragon, Typically Chaotic Evil

Armor Class - 20 (natural armor)
Hit Points - 290 (20d12 + 160)
Speed - 40 ft., burrow 40 ft., climb 40 ft., fly 80 ft.

STR 28 (+9)
DEX 12 (+1)
CON 26 (+8)
INT 18 (+4)
WIS 17 (+3)
CHA 22 (+6)

Saves DEX +7, CON +14, WIS +9, CHA +12
Skills Deception +12, Perception +7, Stealth +7
Damage Immunities fire, lightning
Condition Immunities charmed
Senses blindsight 60 ft., darkvision 240 ft., passive Perception 19

Languages All
Challenge 18 (20,000 XP)

Proficiency Bonus +6

Traits

Breath Control.
The dragon has exceptional control over its ability to breathe searing plasma. The Plasma Breath and Plasma Spear actions both use the dragon's shored up plasma reserve, so if one ability is used, it must recharge before the other can be used.

Legendary Resistance (3/Day).
If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +15 to hit, reach 10 ft., one creature.
Hit: 22 (2d12 + 9) piercing damage plus 9 (2d8) fire damage.

Claw.
Melee Weapon Attack: +15 to hit, reach 5 ft., one creature.
Hit: 18 (2d8 + 9) slashing damage.

Tail.
Melee Weapon Attack: +15 to hit, reach 15 ft., one creature.
Hit: 20 (2d10 + 9) bludgeoning damage.

Frightful Presence.
Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Plasma Breath (Recharge 5-6).
The dragon exhales crackling energy in a 60-foot cone, or a 120-foot line. Each creature in that area must make a DC 22 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. Fire damage dealt by the dragon's breath bypasses fire resistance, but not immunity. All creatures within 60 feet of the dragon that can see it must succeed on a DC 22 Constitution saving throw or be blinded for 1d4 rounds.

Plasma Spear (Recharge 5-6).

Ranged Spell Attack: +14 to hit, reach 300/600 ft., one creature.
Hit: 70 (20d6) fire damage. Fire damage dealt by the dragon's breath bypasses fire resistance, but not immunity. This attack ignores any cover bonus to AC benefiting the target except for cover bonuses granted by objects made of adamantine. The target must succeed on a DC 22 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction is permanent unless undone with magic such as the *Greater Restoration* spell. On a critical hit, this attack severs one of the target's limbs, if it has any.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of their turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Command. The dragon bellows a command to one of its allies within 300 feet. The chosen creature can immediately take one action.

Ancient Purple Dragon

Gargantuan Dragon, Typically Chaotic Evil

Armor Class - 23 (natural armor)
Hit Points - 575 (30d20 + 160)
Speed - 40 ft., burrow 40 ft., climb 40 ft., fly 80 ft.

STR 30 (+10)
DEX 14 (+2)
CON 30 (+10)
INT 20 (+5)
WIS 18 (+4)
CHA 24 (+8)

Saves DEX +10, CON +20, WIS +12, CHA +16
Skills Deception +16, Perception +12, Stealth +10
Damage Immunities fire, lightning
Condition Immunities charmed
Senses blindsight 60 ft., darkvision 240 ft., passive Perception 22

Languages All
Challenge 25 (75,000 XP)

Proficiency Bonus +8

Traits

Breath Control.
The dragon has exceptional control over its ability to breathe searing plasma. The Plasma Breath and Plasma Spear actions both use the dragon's shored up plasma reserve, so if one ability is used, it must recharge before the other can be used.

Legendary Resistance (3/Day).
If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +18 to hit, reach 15 ft., one creature.
Hit: 23 (2d12 + 10) piercing damage plus 18 (4d8) fire damage.

Claw.
Melee Weapon Attack: +18 to hit, reach 10 ft., one creature.
Hit: 19 (2d8 + 10) slashing damage.

Tail.
Melee Weapon Attack: +18 to hit, reach 20 ft., one creature.
Hit: 21 (2d10 + 10) bludgeoning damage.

Frightful Presence.
Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Plasma Breath (Recharge 5-6).
The dragon exhales crackling energy in a 90-foot cone, or a 180-foot line. Each creature in that area must make a DC 25 Dexterity saving throw, taking 98 (28d6) fire damage on a failed save, or half as much damage on a successful one. Fire damage dealt by the dragon's breath bypasses fire resistance, but not immunity. All creatures within 60 feet of the dragon that can see it must succeed on a DC 25 Constitution saving throw or be blinded for 1d4 rounds.

Plasma Spear (Recharge 5-6).

Ranged Spell Attack: +18 to hit, reach 600/1,200 ft., one creature.
Hit: 98 (28d6) fire damage. Fire damage dealt by the dragon's breath bypasses fire resistance, but not immunity. This attack ignores any cover bonus to AC benefiting the target except for cover bonuses granted by objects made of adamantine. The target must succeed on a DC 25 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction is permanent unless undone with magic such as the *Greater Restoration* spell. On a critical hit, this attack severs one of the target's limbs, if it has any.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of their turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Command. The dragon bellows a command to one of its allies within 300 feet. The chosen creature can immediately take one action.